

Silhouette Radar Shaders

This document describes usage guidelines for the Silhouette Radar Shaders developed by Rob Reijnen.

This asset contains different shaders that all use rim shading techniques:

Ghost: A rim only shader to use for a ghost or hologram

Ghost Smooth clipping: A rim only shader to use for a ghost or hologram. In addition this shader has a smooth fade when it's partially inside another object. (currently only available in deferred rendering.)

GhostOverlay: Same as the *Ghost* shader but will always draw in front of other objects

StandardRadarThroughObject: Adaption of the standard shader. But with a ghost shader overlay that will always draw in front of other objects. So for example you could see enemies through walls. The overlay rim effect can be turned on and off.

StandardRadarThroughObjectDeferred: Same as the above, but is used for deferred rendering. Warning: This shader can not receive shadows!

StandardSpecularRadarThroughObject: Same as *StandardRadarThroughObject* but with Unity's standard shader specular set up.

StandardSpecularRadarThroughObjectDeferred: Same as the above, but is used for deferred rendering. Warning: This shader can not receive shadows!

StandardHighlight: Adaption of the standard shader. But with an unlit rim on top of it. Use this to highlight objects or characters. So for example: When an item is interactable or when the player is powered up, it can be highlighted.

StandardHighlightDeferred: Same as the above, but is used for deferred rendering. Warning: This shader can not receive shadows!

StandardSpecularHighlight: Same as *StandardHighlight* but with Unity's standard shader specular set up.

StandardSpecularHighlightDeferred: Same as the above, but is used for deferred rendering. Warning: This shader can not receive shadows!

StandardExcludeRadar: Adaption of the standard shader. Use this shader on objects you don't want the silhouette to be drawn through. For example: You want the player's silhouette to be drawn through walls but not through details such as grass. You can now use this shader on the grass and other details.

StandardSpecularExcludeRadar: Adaption of the standard shader (specular set up). Use this shader on objects you don't want the silhouette to be drawn through. For example: You want the player's silhouette to be drawn through walls but not through details such as grass. You can now use this shader on the grass and other details.

StandardIncludeRadar: The specify inclusion shader silhouette will only be drawn through objects using this shader.

StandardSpecularIncludeRadar: Same as above but with the specular setup.

StandardRadarThroughObject(SpecifyInclusion): Same as normal but will only show the silhouette through objects using the IncludeRadar shaders (stated above).

StandardRadarThroughObjectDeferred(SpecifyInclusion): Same as normal but will only show the silhouette through objects using the IncludeRadar shaders (stated above).

StandardSpecularRadarThroughObject(SpecifyInclusion): Same as normal but will only show the silhouette through objects using the IncludeRadar shaders (stated above).

StandardRadarSpecularThroughObjectDeferred(SpecifyInclusion):

Same as normal but will only show the silhouette through objects using the IncludeRadar shaders (stated above).

Silhouette Radar Shaders also contains a script for animating the rim effects.

The script is meant as an example on how to do this. But can be used out of the box. Just apply it to your object using one of the shaders.

Material inspector fields:

Enabled: Turn the rim effect on or off.

Smooth Falloff: Make the rim effect smoothly fade out, or not.

Rim Falloff: The length of the Rim's falloff.

Rim Width: The width of the rim.

Radar Noise: For adding noise to the alpha channel of the rim.

Color map: Adding color to the rim. This is multiplied by both rim colors.

Rim Color: The color for the outer part of the rim. Disable it by setting the alpha channel to 0f.

Secondary Rim Color: The color for the inner part of the rim. Disable it by setting the alpha channel to 0f.

Script inspector fields:

Animating Rim: Turn the rim animation on or off.

Rim Margin: How far the Rim will move in- and outwards.

Rim Speed: How fast the rim will move in- and outwards.

Animating Noise: Turn the noise animation on or off.

Noise Speed: How fast the noise texture will scroll over the model. Use X for

horizontal movement and Y for vertical movement.

Contact information:

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